Joffre-Whist

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Hand Book

of

Rules and Regulations

With Score Card

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PREFACE

This game was invented in 1909 and called Lynch-Whist and renamed in 1914 Joffre-Whist. The score has been changed from the original to subordinate the saving of honors to the winning of tricks; and to preserve the science of Whist, with the added interest that Joffre-Whist gives.

The values of the suits have been arranged for bidding.

Spades and Diamonds are placed below Clubs and Hearts as they contain Joffre, which more nearly equalizes their trump value.

The following Principles and Rules are taken from Whist, with such changes as Joffre-Whist calls for and are given in a concise form, so as to be convenient for the "Joffre" student, forming a pocket hand-book of the game.

New York City,
June, 1915. E. L.

GENERAL PRINCIPLES.

The two most important matters in Joffre-Whist are, to make the best use of any combination of cards that you may hold, and to give information to your partner.

All Whist rules and leads govern Joffre except when otherwise stated.

Cut and deal as in Whist.

Cards rank Ace high to Deuce low.

MAKING TRUMPS.

Players bid to make the trump, announcing the trump they bid on. Dealer starts by bidding one or more, according to the number of tricks he can win over six, or passes to player on left. Each player has the opportunity of bidding, passing, doubling or re-doubling or raising partner's bid. Bidding is closed on reaching the highest bid. Player making trump, failing to score the number of tricks bid, opponents score Reversed tricks.

The following combination of cards are safe to bid on:

6	cards	including	1 honor.
5	"	"	2 honors.
4	"	"	Ace, King, Queen.

MEANING OF BIDS.

Bid of one; I have two tricks in this suit.

Bid of two; I have four tricks in this hand.

Bid of three; I wish to play this hand.

Player on left of Maker leads.

Play as in Whist.

HONORS.

Trump Honors are Ace, King, Queen and Jack of trumps, and score the partners winning them.

Royal honors are four honors of a kind and score the partners winning them.

JOFFRE.

Partners winning 10 of diamonds and 2 of spades score. No score for split Joffre.

LEADS.

Leads are to inform your partner what you hold in the suit.

ACE LEADS.

Ace and King, lead the Ace.
" " four cards lead the Ace.
" Queen and Jack, lead the Ace.
Never lead low from an Ace.

KING LEAD.

King, Queen, lead the King.

QUEEN LEAD.

Queen, Jack, Ten, lead the Queen.

TEN LEAD.

King, Jack, Ten, lead the Ten.

SMALL CARD LEAD.

Fourth best in the longest suit that has an honor.

JOFFRE WHIST		VALUES ♠	♦	♣	♥	1ST HA	
						A	
EACH TRICK OVER SIX		9	10	11	12		
REVERSED TRICKS		18	20	22	24		
ACE OF TRUMPS	TRUMP HONORS	4	4	4	4		
KING OF TRUMPS		4	4	4	4		
QUEEN OF TRUMPS		4	4	4	4		
JACK OF TRUMPS		4	4	4	4		
JOFFRE 10 DIAMONDS 2 SPADES		12	12	12	12		
FOUR ACES	ROYAL HONORS	8	8	8	8		
FOUR KINGS		8	8	8	8		
FOUR QUEENS		8	8	8	8		
FOUR JACKS		8	8	8	8		
GAME FOUR HANDS							

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2ND HAND		3RD HAND		4TH HAND		TOTALS	
A	B	A	B	A	B	A	B
						PLAYERS	
						GAME No.	

SHORT SUITS.

A short suit contains less than four cards.

In a short suit without an honor, lead the highest card below the Ten.

Never lead a short suit, if you have four trumps, unless your trumps are weak.

LEADING FROM A SEQUENCE.

A sequence is composed of two or more cards with at least two honors that touch, as:

Ace, King, Queen and others.
King, Queen, Jack " "
Queen, Jack, Ten " "

Lead the highest card, followed by the lowest.

TENACE.

A Tenace is composed of the best and third best card of any suit; let the suit come up to you and finesse with the third best card, by playing it, and hold the best card to control the suit.

In a weak suit lead the highest card.

In a long suit without an honor, lead the highest card below the Ten.

When you lead a high card and do not follow with another high card, lead your fourth best.

If you hold the best card of your partner's suit, lead it before opening your own.

Never lead up to a strong adverse hand.

Never lead trumps up to the maker.

DISCARDING.

Discard from your longest suit, if the adversaries lead out trumps. In all other leads, discard from your short suit. Discard unguarded Honors and Joffre on your partner's tricks, as they score the partners winning them.

On the second round of any plain suit, play the best card, if you hold it.

A revoke deducts 10 points.

Game four hands.

JOFFRE-WHIST GAMES.

STRAIGHT JOFFRE.

Straight Joffre is played by the same partners throughout the game.

CIRCUIT JOFFRE.

In playing Circuit Joffre, partners are changed after each game of four hands, for three games.

PROGRESSIVE JOFFRE.

Progressive Joffre is played with three or more tables. Partners scoring highest advance to the next table after each game of four hands.

DUPLICATE JOFFRE.

Duplicate Joffre is played with eight duplicate boards, the same as Duplicate Whist. On the original play the arrow points North; as each hand is played the maker turns up a trump card, and returns the hand to the pocket of the tray, leaving the trump exposed for the return game.

On the duplicate play, the arrow points East, and hand B plays hand A and hand A plays hand B.

The location of the exposed card in each board, locates the maker, and the trump to be played.

MAKING TRUMPS IN DUPLICATE JOFFRE.

Dealer declares trump, or passes to player on left.

Player on left failing to make trump, dealer's partner must declare.

Player on left of maker leads.

VALUE OF TRICKS IN JOFFRE-WHIST.

Tricks	*Spades*	*Diamonds*	*Clubs*	*Hearts*
1	9	10	11	12
2	18	20	22	24
3	27	30	33	36
4	36	40	44	48
5	45	50	55	60
6	54	60	66	72
7	63	70	77	84
Slam	123	130	137	144

NOTES

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